



MCAST

Malta College of Arts, Science & Technology

MQF Level 4

CA4-05-20

MCAST Advanced Diploma in Art and Design

Course Specification

Course Description

This two-year programme is an opportunity for creative individuals to form an understanding of various art and design subjects at an advanced level. Students will become familiar with fundamental principles and skills related to contemporary art and design practice, with the possibility of progressing to a higher level course.

During both years of the course, learners will be exposed to various specialist workshops, as well as technical drawing and painting techniques. The first year of this course focuses on the introduction of the development and understanding of the techniques used in art and design. While emphasising the creative process, learners will be guided to master technical skills in preparation for more independent study at undergraduate level. Thus, technical skills and the exploration of a variety of materials and media are encouraged at all stages during the formation of creative and artistic competences.

Following successful completion of their first year, learners will be asked to choose their preferred pathway (Spatial and Product Design or Fine Arts). This will allow them to gear up for progression to specific undergraduate programmes on offer. This course includes work-related training and practice. Applicants have to be able to work within the industries concerned.

Programme Learning Outcomes

At the end of the programme the learner will be able to:

- 1. Develop creative skills through experimentation and exploration of different workshop tools, media and techniques;*
- 2. Develop technical skills in a range of art and design media and methods;*
- 3. Demonstrate artistic abilities using multiple techniques;*
- 4. Understand the relationship between contemporary practice and historical, cultural, environmental and social influences.*

Entry Requirements

MCAST Diploma in Art and Design

or

4 SEC/O-Level /SSC&P (Level 3) passes

Compulsory: Art or Art and Design or Textiles and Design

Other Entry Requirements

Applicants may be asked to sit for an interview and/or present a portfolio.

Current Approved Programme Structure

Unit Code	Unit Title	ECVET/ECTS
CAART-406-1608	Drawing and Illustration	6
CAART-412-1701	Graphical Communication	12
CAART-406-1702	Shop Class 1 (Wood, Metal, Textiles and Jewellery)	6
CAART-406-1703	Shop Class 2 (Print Making, Ceramics, Stone and Painting)	6
CAART-406-1626	Drawing from Observation	6
CAART-406-1704	Shop Class Specialisation	6
CAPRJ-406-1701	Major Project 1	6
CAART-406-1705	Contextual Studies 1	6
CAART-406-1612	Computer Applications in 3D Design*	6
CAART-406-1629	Sculpture*	6
CAART-406-1628	Painting in Fine Art	6
CAPRJ-406-1702	Major Project 2	6
CAART-406-1706	Contextual Studies 2	6
CAVIS-406-1701	Graphical and Visual Communication	6
CAPRJ-406-1703	Major Project 3	6
CAART-406-1610	Digital Media Applications	6
CDKSK-406-1604	English	6
CDKSK-406-1705	Science for Arts	6
CDKSK-406-1603	Entrepreneurship	6
CAWBL-406-1605	Placement in the Creative Arts	6
Total ECVET/ECTS		120

*These subjects are electives

Unit: CAART-406-1608 Drawing and Illustration

Unit level (MQF): 4
Credits : 6

Unit Description

The unit has a practical outcome and may be linked to work experience (community art) or simulation. It is intended to allow the learner to research, develop and apply drawing and illustration techniques through project based activity. The unit requires learners to meet the requirements of a brief which is either centre designed or adapted from commercial or competition briefs.

Through this work, learners will; a) explore historical and contemporary practice in drawing and illustration pertinent to their specialism, b) undertake experimental and visually stimulating development of creative concepts to produce a finished drawing/illustration through the use of selected media and c) present a self-evaluation of their completed project activity and learning experience.

The unit also provides the opportunity for learners to submit the product of their learning activity to open competitions (where appropriate) or integrate this learning opportunity into live/simulated live project, Life-case. Through the evaluative conclusion to the unit, learners will also benefit from peer to peer learning. It is intended that this learning experience may be undertaken by a range of creative art and design disciplines; for example, traditional/digital/mixed-media, technical/commercial/expressive, design/fine art.

Learning Outcomes

On completion of this unit the student will be able to

1. *Collect and annotate visual research in response to a selected or given project brief;*
2. *Develop a range of concepts for a finished drawing/illustration in response to the project brief;*
3. *Produce a finished drawing/illustration through the competent use of selected media;*
4. *Present an evaluation of the completed drawing /illustration activity to tutor/peers.*

Unit: CAART-412-1701 Graphical Communication

Unit level (MQF): 4
Credits: 12

Unit description

This unit aims to introduce the basics of industry standard visual communication methods and subsequently help students to represent own design ideas in a more professional manner.

On completion of this unit, the student will be able to communicate basic technical and artistic information and graphically represent ideas in a rational and organised manner.

Participants will learn to read and interpret three dimensional volumes through orthographic and axonometric drawings. They will also learn the basic principles of one and two-point perspective and apply such knowledge to improve their drawing skills.

Through this course the learner will use traditional mark making tools and techniques. The learner will also be introduced to drafting computer aided design (CAD) software. This aims to create a connection between the two practices i.e. Traditional and CAD and help students understand the link between them.

Learning outcomes

On completion of this unit, the learner will be able to:

1. *Understand the basic use of graphical communication and learn how to produce plane geometrical drawings;*
2. *Apply orthographic projection methods to produce measured imagery;*
3. *Draw isometric projections to represent three dimensional forms;*
4. *Create perspective drawings to communicate design ideas.*

Unit: CAART-406-1702 Shop Class I (Wood, Metal, Textiles and Jewellery)

Unit level (MQF): 4
Credits: 6

Unit description

This unit, Shop Class I, caters for design workshop practice (*wood workshop, metal workshop, textiles workshop and jewellery workshop*). Art and design students need to explore, investigate and experiment various art and design processes, materials and techniques in order to be able to develop their ideas and produce a creative outcome. Learners are given an intensive and unique experience to work in various specialised workshops and studios, such as the wood workshop, metal workshop, textiles workshop, jewellery workshop, print making studio, ceramics workshop and the painting studio. While exploring, investigating and experimenting with different processes in art and design, materials and techniques, learners start developing an individual creative practice and their own visual language. Learners are encouraged to investigate the work produced by established artists and designers to notice the characteristic of materials and techniques employed. This unit also highlights the importance of health and safety issues dealt with in a specialised art and design workshop. Ultimately, learners need to show a clear understanding of the different properties and characteristics maintained by the different materials and techniques used.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Explain the rules and Health & Safety regulations of the particular workshops/studios;*
2. *Explain the function of the various tools, equipment, machinery, materials and techniques being used in the workshops/ studios;*
3. *Explore individual skills in the use of different materials, techniques and processes;*
4. *Use different materials, techniques and processes to produce test pieces or prototypes to satisfy a given brief.*

Unit: CAART-406-1703 Shop Class II (Print Making, Ceramics, Stone and Painting)

Unit level (MQF): 4
Credits: 6

Unit description

This unit, Shop Class II, caters for art studio practice (*print making studio, ceramics workshop and the painting studio*). Art and design students need to explore, investigate and experiment various art and design processes, materials and techniques in order to be able to develop their ideas and produce a creative outcome. Learners are given an intensive and unique experience to work in various specialised workshops and studios, such as the wood workshop, metal workshop, textiles workshop, jewellery workshop, print making studio, ceramics workshop and the painting studio. While exploring, investigating and experimenting with different processes in art and design, materials and techniques, learners start developing an individual creative practice and their own visual language. Learners are encouraged to investigate the work produced by established artists and designers to notice the characteristic of materials and techniques employed. This unit also highlights the importance of health and safety issues dealt with in a specialised art and design workshop. Ultimately, learners need to show a clear understanding of the different properties and characteristics maintained by the different materials and techniques used.

Learning Outcomes

On completion of this unit the learner will be able to:

1. Explain the rules and Health & Safety regulations of the particular workshops/studios;
2. Explain the function of the various tools, equipment, machinery, materials and techniques being used in the workshops/ studios;
3. Explore individual skills in the use of different materials, techniques and processes;
4. Use different materials, techniques and processes to produce test pieces or prototypes to satisfy a given brief.

Unit: CAART-406-1626 Drawing from Observation

Unit level (MQF): 4

Credits : 6

Unit description

This is a skills based unit that will allow the learner to demonstrate the necessary skills and techniques to be able to produce drawings using a range of media by developing an understanding of the process and products of drawing that result in recording and representing what is observed. Learners will use observation skills and freehand drawing techniques to effectively capture the essence of what is being drawn through perceptive seeing and visual thinking.

The Unit is relevant to learners wishing to develop their ability to express and communicate through graphically represented observations, an awareness of the visual environment perceived through their eyes. The learner will develop a visual language illustrated through the exploration of a variety of mixed media techniques, as well as a drawing proficiency that demonstrates a knowledge and understanding of what is represented in a graphic form.

Learners will carry out mark making activities in preparation for the creation of analytical drawings. Exploration of simple forms and shapes will develop the learners' observation skills and ability to identify and translate what is seen to produce a freehand drawn image before tackling more complicated visual data.

Finally, learners should have the underpinning knowledge and understanding to effectively interpret and represent a scene or subject matter through the selection of appropriate media and a demonstration of drawing composition evidenced in line quality and handling of tonal values.

Learning Outcomes

On completion of this unit the student will be able to

1. *Analyse subject matter to select and compose visual elements;*
2. *Use a range of media and drawing techniques;*
3. *Produce finished freehand drawings based on observation;*
4. *Evaluate observational drawings and present a selection.*

Unit: CAART-406-1704 Shop Class Specialisation

Unit level (MQF): 4
Credits : 6

Unit description

This unit succeeds two other units done during the first semester of the Level 4 Art and Design programme. Following these two units, Art and Design students would have explored, investigated and experimented with various art and design processes, materials and techniques in order to be able to develop their ideas and produce a creative outcome.

This Unit will give Art and Design students the opportunity to choose two workshops or two studios of specialisations with which they need to abide till the end of Level 4 Year 2. The two options need to be either from the design workshop practice, that is *wood workshop, metal workshop, textiles workshop or jewellery workshop*, or else two from the art studio practice, that is *print making studio, ceramics workshop, stone workshop or the painting studio*. The specialisation of two workshops would give the learners the chance to delve deeper into the exploration, investigation and experimentation of the different processes, materials and techniques of the chosen workshops/studios. They would be in a better position to develop individual creative outcomes, while showing a clear understanding of the different properties and characteristics maintained by the different materials and techniques used.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Demonstrate a clear understanding of the rules and Health & Safety regulations of the chosen workshop/studios while collaborating safely within the workshop/ studio environment;*
2. *Use appropriately various processes, techniques, materials, tools, equipment and machinery being used in the workshops/ studios related to the area of specialisation;*
3. *Produce test pieces/ prototypes/ final works, making use of a range of skills through a creative problem-solving process, using different materials, techniques and processes;*
4. *Present a professional portfolio and documentation of works as a proof of an increasingly personalised expression, displaying advanced technical skills.*

Unit: CAPRJ-406-1701 Major Project 1

Unit level (MQF):	4
Credits :	6

Unit description

The major project unit offers an opportunity to students to identify personal preferences to be able to extend their subject knowledge in specialised areas within Art & Design. As a unit, it is offered in three different and consecutive semesters, as an essential component of the whole course at Level 4. At this level, students will have the possibility to further develop skills, knowledge and understanding in initiating, researching, developing and finalising and presenting three major Art or Design projects. These are referred to as: Major Project 1 (during level 4, first year), Major Project 2 and Major Project 3 (during level 4 second year, first and second semester).

As a specialising area, students are to choose two areas from either art or design workshops. The specialising areas are as follows: wood workshop, metal workshop, textiles workshop, jewelry workshop, printmaking studio, ceramics workshop, stone workshop and the painting studio.

Through the development of these three major projects, students are encouraged to take responsibility of their own learning by demonstrating their achievement. They will be doing this by proposing and realizing a project in each semester mentioned. These projects will be developed within their chosen area of specialization and should integrate contextual references, research, planning and organization, problem solving, presentation of the actual project and ultimately evaluation and reflection on the same developed and final work presented.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Demonstrate the ability of developing and submitting an art or design project proposal;*
2. *Use research and evaluation skills to organise and produce an art or design project plan;*
3. *Produce the major project according to chosen specialised areas in art and design;*
4. *Present a complete art or design project as an evaluative and reflective experience of developed work.*

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Unit: CAART-406-1612 Computer Applications in 3D Design

Unit level (MQF): 4
Credits : 6

Unit description

This is a skills based unit which will provide the learner with an understanding of the fundamental workings of a 3D software programme, its application in their own area of study and also in the industry.

The unit will provide the learners with a foundation for their own on-going skills development in this area.

Learners will demonstrate that they have the proficiency to analyse and interpret information, devise a work flow strategy, and produce dimensionally-accurate 3D digital models. They will also be able to apply simple surface textures and lighting effects.

Learners will be encouraged to take a self-directed approach in order to continually develop their skills in this specialised field. Learners will also be encouraged to develop a revision and troubleshooting strategy that can be used if and when required.

This unit is relevant to learners who have a key interest in activities that relate to the design and manufacture of objects and spaces, including, product design, industrial design, spatial design, furniture design and landscape design, as well as other related fields.

Learning Outcomes

On completion of this unit the learner will be able to:

1. *Set up graphics area and interface;*
2. *Create and edit accurate 3D models;*
3. *Select, edit and apply textures and materials;*
4. *Apply and modify controlled lighting and rendering.*

Unit: CAART-406-1629 Sculpture

Unit level (MQF): 4
Credits : 6

Unit description

This unit is designed to introduce foundation level learners to the processes involved in the development and production of a sculpture or three-dimensional artwork.

This is a practical project based unit and will require that the learner carry out all stages in the production of a sculpture from brief to presentation of completed work.

For the purpose of this unit, a Sculpture can be interpreted as any type of expressive three-dimensional artwork. The style may range from representational to full abstract but sufficient development must be displayed to fulfil the concept development outcome.

Learner will then develop options for a sculpture that fulfils the requirements of the brief. Developmental work may be in the form of sketchbook, maquettes, photographs and text. The learner will select the option to be carried forward to the production of the finished artwork.

The sculpture should be of a scale and complexity appropriate to the time allocated to the project. The finished work should reflect the brief and the developed ideas.

Finally, the learner will present or display the work as required by the brief.

Learning Outcomes

On completion of this unit the student will be able to

- 1. Investigate and explore the characteristics and properties of sculptural material;*
- 2. Experiment with various sculptural techniques;*
- 3. Identify sculptural processes developed through original designs;*
- 4. Produce and evaluate a sculptural work.*

Unit: CAART-406-1628 Painting in Fine Art

Unit level (MQF): 4
Credits : 6

Unit description

This unit is designed to develop learners' knowledge and skills of painting as a fine art discipline. Learners will develop practical painting skills by exploring the properties of a variety of painting media and investigating various techniques. The knowledge and skills gained will be used to develop a personal painting project. The resulting outcome may take the form of a single finished work or a series of works.

Throughout history, the art of painting has had numerous roles; from recording identity and commemorating the dead, (*Fayum mummy portraits*), to acts of self-expression (*abstract works by Jackson Pollock*). Each technological breakthrough allowed artists to explore new techniques and approaches which consequently allowed for further exploration of ideas, concepts and means of communication.

Within a fine art unit, painting is set out to encourage learners to systematically investigate painting techniques, media and materials and yet offers the opportunity for learners to take risks and develop innovative combinations of material and media. The resulting outcomes should demonstrate a growing confidence in painting media handling supported by constant evaluative review of individual learner progress.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Know about a range of painting techniques;*
2. *Experiment with a range of painting techniques, media and materials;*
3. *Plan and develop a painting;*
4. *Present and evaluate finished work.*

Unit: CAPRJ-406-1702 Major Project 2

Unit level (MQF): 4
Credits : 6

Unit description

The major project unit offers an opportunity to students to identify personal preferences to be able to extend their subject knowledge in specialised areas within Art & Design. As a unit, it is offered in three different and consecutive semesters, as an essential component of the whole course at Level 4. At this level, students will have the possibility to further develop skills, knowledge and understanding in initiating, researching, developing and finalising and presenting three major Art or Design projects. These are referred to as: Major Project 1 (during level 4, first year), Major Project 2 and Major Project 3 (during level 4 second year, first and second semester).

As a specialising area, students are to choose two areas from either art or design workshops. The specialising areas are as follows: wood workshop, metal workshop, textiles workshop, jewelry workshop, printmaking studio, ceramics workshop, stone workshop and the painting studio.

Through the development of these three major projects, students are encouraged to take responsibility of their own learning by demonstrating their achievement. They will be doing this by proposing and realizing a project in each semester mentioned. These projects will be developed within their chosen area of specialization and should integrate contextual references, research, planning and organization, problem solving, presentation of the actual project and ultimately evaluation and reflection on the same developed and final work presented.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Demonstrate the ability of developing and submitting an art or design project proposal;*
2. *Use research and evaluation skills to organise and produce an art or design project plan;*
3. *Produce the major project according to chosen specialised areas in art and design;*
4. *Present a complete art or design project as an evaluative and reflective experience of developed work.*

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Unit: CAVIS-406-1701 Graphical and Visual Communication

Unit level (MQF): 4
Credits : 6

Unit description

This unit aims to build the necessary skills for artists and designers to communicate their ideas across specialist applications, employing both traditional and new media technologies. Learners are to develop an understanding of the role and responsibilities of the artist and designer within a commercial context. Furthermore, the ability to communicate ideas, and visualize the thinking process through drawing and other techniques, is a requirement for this module of learning.

Ideas must be visualized with clarity; so must the design process be made visual in final piece. Aesthetically driven visual communication must be applied to a commercial context in the exploration of a variety of media with a wide range of visual possibilities proposed as solutions to a given brief. Thinking must be made visual in order to be able to explore aesthetics and techniques which drive graphical and visual communication.

Learners are to study design basics and employ pictorial elements of a composition to create graphics and visuals that communicate meaning, clearly and effectively. Content, message and communication task must be executed in medium of choice but to industry standards and marketed in a commercial setting to audience of choice.

Learners will develop the ability to interpret ideas, reason and communicate graphically using a variety of media and techniques. Furthermore, the universality of graphical communication will be appreciated in the study of graphical techniques and their application. To this end, drawing skills must be developed in the communication and presentation of accurate information. Pictorial compositions are to be made with visual impact and clarity in the organization of the abovementioned information.

Learners will learn to appreciate, critique and evaluate the importance of graphical and visual language through traditional and new media developments while learning to apply such knowledge in the exploration of own unique visual grammar to be able to effectively communicate concepts of contemporary relevance.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Identify graphical and visual communication techniques and media application in a variety of commercial contexts;*
2. *Translate written instruction into graphic and visual form with accuracy and clarity;*
3. *Effectively communicate ideas and concepts visually, applying learned techniques to creative intentions and employing a variety of media;*
4. *Present graphical design work in a contemporary context to appropriate audience and justify techniques used in creative outcomes produced.*

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Unit: CAPRJ-406-1703 Major Project 3

Unit level (MQF): 4
Credits : 6

Unit description

The major project unit offers an opportunity to students to identify personal preferences to be able to extend their subject knowledge in specialised areas within Art & Design. As a unit, it is offered in three different and consecutive semesters, as an essential component of the whole course at Level 4. At this level, students will have the possibility to further develop skills, knowledge and understanding in initiating, researching, developing and finalising and presenting three major Art or Design projects. These are referred to as: Major Project 1 (during level 4, first year), Major Project 2 and Major Project 3 (during level 4 second year, first and second semester).

As a specialising area, students are to choose two areas from either art or design workshops. The specialising areas are as follows: wood workshop, metal workshop, textiles workshop, jewellery workshop, printmaking studio, ceramics workshop, stone workshop and the painting studio.

Through the development of these three major projects, students are encouraged to take responsibility of their own learning by demonstrating their achievement. They will be doing this by proposing and realizing a project in each semester mentioned. These projects will be developed within their chosen area of specialization and should integrate contextual references, research, planning and organization, problem solving, presentation of the actual project and ultimately evaluation and reflection on the same developed and final work presented.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Demonstrate the ability of developing and submitting an art or design project proposal;*
2. *Use research and evaluation skills to organise and produce an art or design project plan;*
3. *Produce the major project according to chosen specialised areas in art and design;*
4. *Present a complete art or design project as an evaluative and reflective experience of developed work.*

Unit: CAART-406-1610 Digital Media Applications

Unit level (MQF): 4
Credits : 6

Unit description

This unit is designed to enable creative students to further their knowledge on digital media applications, commonly used in art and design disciplines. Apart from familiarising themselves with design software packages, they will also learn to competently use hardware. Students will develop an understanding of how to record/manipulate digital imagery and prepare it for output. To demonstrate their gained knowledge, students will use the learned tools and techniques to create finalised yet basic digital artwork.

On completion of this unit, students will therefore have a better understanding of the basic principles and production processes related to digital image manipulation.

N.B. Before undertaking the unit, learners should have a basic understanding of computing.

Learning Outcomes

On completion of this unit the learner will be able to

1. *Understand the potential of digital media applications in art and design;*
2. *Edit and manipulate images creatively using design software;*
3. *Create vector based artwork using design software;*
4. *Justify the use of digital media applications in own creative work.*